

**W
A
N
D
A
V
A
N
G
E**
**G
A
M
E
B
O
Y
A
N
D
V
A
N
G
E**

INSTRUCTION BOOKLET

AGB-BANE USA

VAN HELSING™

**VIVENDI
UNIVERSAL**

games

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

*The official seal is your assurance
that this product is licensed or
manufactured by Nintendo. Always
look for this seal when buying
video game systems,
accessories, games
and related
products.*



Nintendo does not license the sale or use of products
without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

VAN HELSING

TABLE OF CONTENTS

<i>Getting Started</i>	2	<i>Health and Power Glyphs</i>	11
<i>Controls</i>	3	<i>Health Bars / Meters</i>	12
<i>Introduction</i>	4	<i>Mission Completed Screen</i>	13
<i>Monsters</i>	5	<i>Weapons</i>	14
<i>Gameplay</i>	8	<i>Customer Support</i>	15
<i>Main Menu</i>	9	<i>Credits</i>	16
<i>Pause Menu</i>	10	<i>License Agreement</i>	20

Van Helsing interactive game © 2004 Vivendi Universal Games, Inc. Van Helsing™ & © Universal Studios. Licensed by Universal Studios Licensing LLLP. All Rights Reserved. The ratings icon is a trademark of the Interactive Digital Software Association. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. The Saffire Logo is a registered trademark of Saffire, Inc.

GETTING STARTED

Insert the *Van Helsing* Game Pak into the Game Boy® Advance and turn on the system. Press START on the title screen to begin the game. The Main Menu will give you three choices: New Game, Password, and Options.



CONTROLS



INTRODUCTION

Deep within the mysterious land of Transylvania, monsters that inhabit man's deepest nightmares take form. One man's destiny—and curse—is to vanquish evil and destroy the lethal and powerful Count Dracula. Descend into the murky depths of the Carpathian Mountains as legendary monster hunter Van Helsing. As Van Helsing, you battle fiendish creatures with a deadly array of weapons, unique abilities, and unparalleled courage.



MONSTERS

The influence of Dracula has spread far across the lands of Transylvania, disturbing the souls of the dead and bending the shapes of beasts into creatures of the night.

FELL SPIRITS

These are the tortured spirits of dead Transylvanians who seek the sweet embrace of flesh with mindless intensity.

GARGOYLES

Gargoyles, flying demons of stone, were created to ward off evil spirits, but the land has twisted the holy blessings bestowed on them. They burst to life, devouring their makers and turning once-holy shrines into nests of evil.

BANSHEES

At a glance, the ethereal banshees are alluring and seemingly harmless, but they can kill with screams of agonizing power.

DWERGI

Germanic trolls, once found wandering in the wilds of Transylvania, have been bent by Dracula's evil will and put to work as his servants. They are small, but their hearts are filled with malice, and their minds are as wicked as their spears.

VAMPIRE BATS

These flying monsters are large enough to drain the blood of a full-grown human. Their massive fangs then make short work of their unfortunate victims.

THE WOLF MAN

The Wolf Man has the speed of a beast, the strength of a giant, and a will dominated by Dracula. His legendary bite is feared above all else, for everyone who is bitten will carry the curse of the werewolf.

DRACULA

Dracula is the ancient enemy of the Valerious family. His fair appearance and civility belie an insatiable thirst for blood, and the evil force that animates him gives him the power to defy gravity, command the elements, and shape shift into a vampire demon. Anna and her ancestors have fought Dracula for generations, but nothing in the known world can harm him.

THE FRANKENSTEIN MONSTER

The Frankenstein Monster is the tortured creation of the late Doctor Frankenstein. Pieced together from corpses on a framework of bone and metal, the Monster is terrifying to behold. Though peaceful by nature, fear drives him to use his rock-crushing strength and monstrous form against those he perceives as enemies.

PLUS MANY MORE!

GAMEPLAY

As Van Helsing, your mission is to slay monsters while minimizing damage to yourself.

Along the way, you will have to solve puzzles, find and collect glyphs, and skirt dangerous obstacles.

Obstacles

Besides hacking, slashing, and killing every monster in sight, Van Helsing overcomes the obstacles he meets on his quest by striking objects with his grappling hook or tojo blades.



MAIN MENU

Use the +Control Pad Up or Down to scroll through the menu. Press the A Button to make your selection.

VAN HELSING™

NEW GAME
PASSWORD
OPTIONS

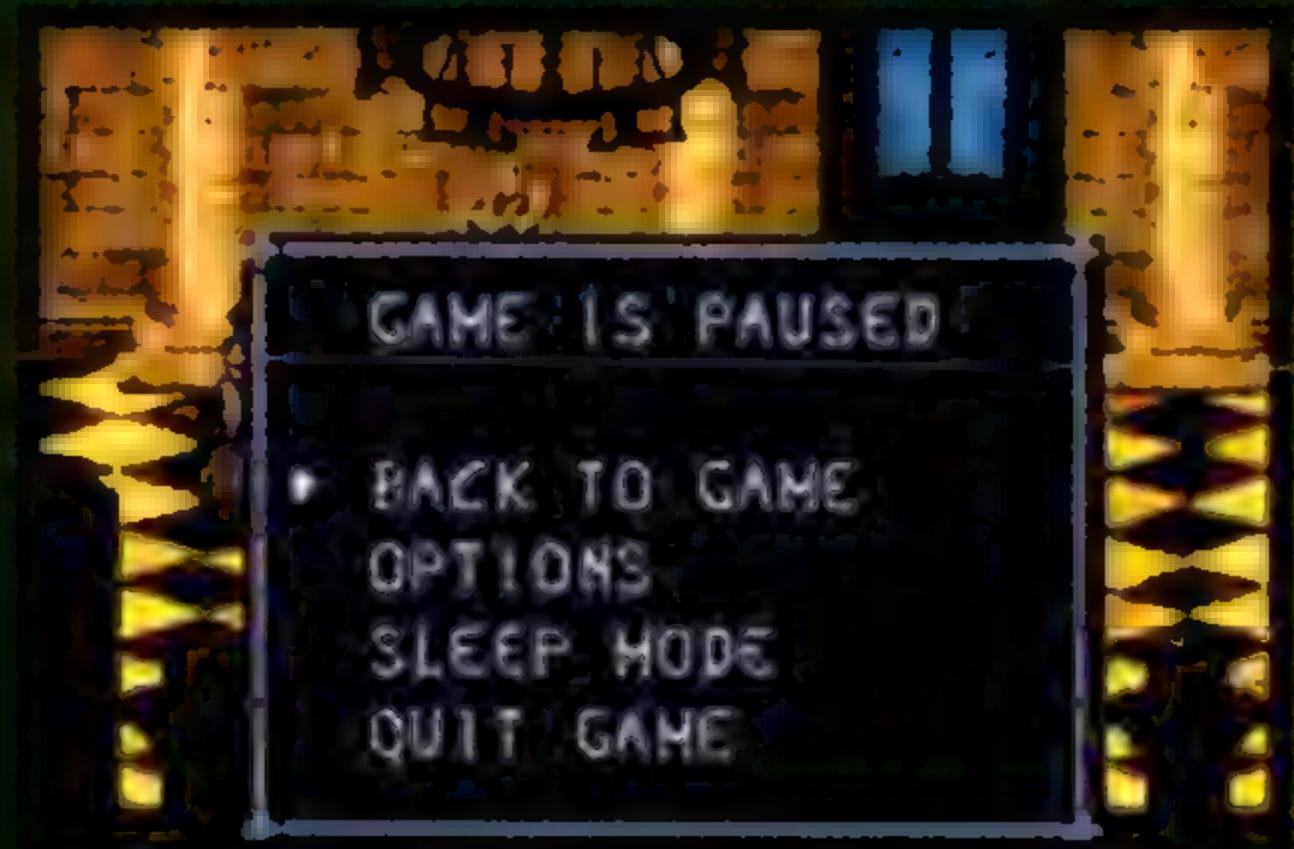


New Game – Begin playing *Van Helsing*

Password – Each time you finish a level, you get a new password to enter the next level.

Options Menu – Toggle Music and Sound FX either ON or OFF.

PAUSE MENU



Press START to access the Pause Menu at any time.
Use the +Control Pad Up or Down to scroll through your
choices.

Back to Game – return to the current game in progress

Options – toggle Sound FX and Music either ON or OFF.

Sleep Mode – Pauses the game and darkens
the screen

Quit Game – Exit the current game in progress



HEALTH AND POWER GLYPHS



Red Life Glyph

Collect up to 36 total glyphs as you play the game to increase your total life amount. The icon shows four glyphs collected at a time.



Blue Health Glyph

These restore your health by partially filling your health bar.



Green Power Glyph

Collect 40 of these glyphs to gain an extra life.



Gold Power Glyph

Try to collect as many of these as you can!



HEALTH BARS/METERS

Health bars reflect the damage taken by Van Helsing and his foes. The health bar for Van Helsing appears in the top left corner of the screen, and the health bar for the creatures in the top right corner.

VAN HELSING's Health



CREATURE's Health



MISSION COMPLETED SCREEN

At the end of every mission/level, this screen displays the number of red life glyphs, green power glyphs, and gold reward glyphs you have collected.

MISSION COMPLETED!		
GLYPHS		TOTAL
LIFE	4/4	04
POWER	001	0001
REWARD	001	0001
PASSWORD:		2S5 M12,111

WEAPONS

PISTOLS (A Button)

These accurate six-shooters can be fired while running.



TOJO BLADES (B Button)

Small handheld buzz saws, tojo blades make short work of enemies at close range.



CROSSBOW (A Button)

The crossbow is more powerful than pistols, but it can't be fired on the run.



GRAPPLING HOOK (L Button)

Use the Grappling Hook to move around the different environments and grab hold of enemies.



ELECTRIC GUN (A Button)

The electric gun hurls pulses of electricity at enemies.



CUSTOMER SUPPORT

TECHNICAL SUPPORT

Phone: 310 649-8016, M-F, 8 am-4:45 pm, PST

Fax: 310 258-0755

Internet: <http://support.vugames.com>

CUSTOMER SERVICE

Phone: 310 649-8006, M-F, 8 am-4:00 pm, PST

Fax: 310 258-0744

MAIL

VU Games

**4247 South Minnewawa Avenue
Fresno, CA 93725**

CREDITS

DEVELOPED BY SAFFIRE INC.

Van Helsing Development Team

Design

Hal Rushton

Alex Rushton

Artists

Joe Olson

Emily Whitney

Derek Hunter

Walter Park

Lauriann Wakefield

Toran Kotter

Steve James

Shauna Howell

Lael Henderson

Sam Nielson

Andrew Nielson

Additional Artwork

Alan Tew

Cindi Adamson

Programming

Hal Rushton

Ken Grant

Karren Willard

Additional Programming

Deon McClung

Audio

Rick Bradshaw

Testing

Sambo Ouk

Fred Gonzalez

Project Management

Brian Christensen

Special Thanks

Brett Nord

Denise Hampton

Mike Ricks

Mike Tidwell

Sandy Rushton

Saffire Special Thanks

The development team would like to sincerely thank friends and family for supporting our efforts through thick and thin. Without your help we could not have made this game.

PUBLISHED BY VIVENDI UNIVERSAL GAMES, INC.

Executive Producer

Jonathan Eubanks

Producers

Stephen Townsend

William Oertel

Associate Producer

Nathan Whitman

Art Director

John Slowsky

Executive Vice President of Worldwide Studios

Michael Pole

Vice President

Jim Flaharty

Vice President

Content & Development

Bill Kendall

Creative Supervisor

Content & Development

Michael Sequeira

Chief Technical Director

Michael Hellemann

Technical Director

Sam Calis

Marketing

Group Vice President of Marketing

Nicholas Longano

Director of Marketing

Koren Buckner

Brand Manager

Nichol Bradford

Associate Brand Managers

Lindsey Fischer

Lisa Roth

Public Relations

Michael Larson

Director of Promotions

Chandra Hill

Consumer Research

Research Managers

Irene Lane

Miriam Bishay

Research Analyst

Eric Culqui

Creative Services

Senior Director

Creative Services

Steven Parker

Creative Director

Mike Bannon

Creative Manager

Bill Watt

Senior Graphic Designer

Eric Nord

Associate Graphic

Designers

Kevin Fremon

Marco Orozco

Manual Designer

Lauren Azeltine

Account Supervisor

Michelle Garnier

Winkler

Licensor Relations

Supervisor

Mary Moffitt

Account Supervisor

Maggie Storm Gardner

Casting and Voice Director

Tom Keegan

Casting Associate

Eric Weiss

Dialogue Supervisor

and Engineer

Andrea Toylas

Dialect Coach

Jess Platt

Quality Assurance

QA Manager

David Schapiro

QA Lead

Rey Castillo

QA Testers

Lina Hedgecoth

Douglas Jacobs

Linda Quinlan

Technical Requirements Group

Technical Requirements Group Manager

James Galloway

Technical Requirements Group Supervisors

Joaquin Meza

Ali Raza

Jamie Saxon

Technical Requirements Group Testers

Tom Craven

Robert Gardner

Mark Jihanian

Lauren Kamieniecki

Fausto Lorenzano

Sean Mountain

Joseph Olivas

Configuration Lab

Afolabi Akibola

Andrew Ebert

Evan Greenberg

Jaime Rios

Jason Perry

Jorge Pacheco

Zachary Turner

VUG Special Thanks

Luc Vanhal

Phil O'Neil

Maria Stipp

Joshua Taub

Clara Gilbert

Linda Etheridge

Jarrett Caropelo

Charles Yam

Darryl Kurylo

Jessica Alba

Robert Puff

Daniel Badilla

Suzan Rude

Film Creative Consultant
Jesse Peckham, The Sommers Company

Universal Consumer Products Group

Vice President, Interactive

Bill Kispert

Interactive Coordinator

Dawn Silleman

Manager Rights and Clearance/Product Approval

Julie Chebbi

Creative Consultant

Roger Estrada

Senior Art Director

Susan McIntyre-Young

Senior Counsel

Todd Whitford

Very Special Thanks
Stephen Sommers
Bob Ducsay

Special Thanks

Guy Adan
Dawn Ahrens
Melissa Amador
Kevin Campbell
Eddie Egan
Adam Fogelson
Colleen Foster
Elizabeth Gelfand
Beth Goss
Debbie Jackman
Ryan Landels
David O'Connor
Jeff Sakson
Marc Shmuger
Matthew Stueken
Analissa Trinidad

LICENSE AGREEMENT

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of VU Games, Inc. or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. **Limited Use License.** VU Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on Nintendo Game Boy® Advance game system.
2. **Ownership.** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
3. **Responsibilities of End User.**
 - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.

- B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.
4. **Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.
5. **Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.
6. **Limited Warranty.** VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the Game Pak(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective Game Pak shall be to give You a replacement Game Pak. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.
7. **Limitation of Liability.** NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

8. **Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.
9. **Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

**Mail: Vivendi Universal Games
Attn: Warranty Processing**

4247 S. Minnewawa Ave., Fresno, CA 93725

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.



TEEN



Fantasy Violence

ESRB CONTENT RATING

www.esrb.org

Parental Advisory: A Note to Parents: Please consult www.filmratings.com for information regarding movie ratings in making viewing choices for children.

Vivendi Universal Games, 4247 S. Minnewawa Ave., Fresno, CA,

"Van Helsing" interactive game © 2004 Vivendi Universal Games, Inc. Van Helsing™ & © Universal Studios. Licensed by Universal Studios Licensing LLLP. All Rights Reserved. The ratings icon is a trademark of the Interactive Digital Software Association. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. The Saffire Logo is a registered trademark of Saffire, Inc.

7223310

PRINTED IN USA